

# P.E. BANFIELD

## Contact

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## Career Focus

- Complex client application development for highly interactive and data-driven software products
- Product Design & Development with best practice methodologies
- I am looking for permanent or contract development work.

## Portfolio

<https://pebanfield.herokuapp.com>

## Experience

March 2013 - Present      The Walt Disney Company      Seattle, WA

### Staff Software Engineer

- Web application development for cloud services product
- Product Planning
- Interaction Design
- Angular.js, Backbone.js and Node.js
- HTML5/CSS

January 2013 - March 2013      POP Digital      Seattle, WA

### Interactive JavaScript Developer

- Developed Windows Store App for Major League Soccer
- WinJS & Object Oriented JavaScript
- HTML5/CSS

May 2012 - December 2012      BSkyB      London, UK

### Senior Web Developer

- Object Oriented JavaScript Programming with proprietary Sony framework for "Now TV" VOD streaming product
- Custom Continuous Integration Framework w/ NodeJs & Jenkins
- Sony PS3 development w/ Sony TargetManager
- JAVA/JSP servlets for mock web service for unit & integration testing activities

January 2012 - April 2012      PushButton      London, UK

### Senior Software Engineer

- Connected TV, Blue Ray disc & game console development activities
- Participated in high profile product release for Amazon Instant Video
- Helped define video playback and QOS metrics specifications
- Produced high quality, unit tested HTML5 & JavaScript code modules

## Experience

September 2010 - November 2011      BBC      London, UK

### **Software Engineering Lead**

- Streaming Media Solutions Design
- High volume streaming w/ CDN redundancy
- OOP Design & Programming
- Process Management & Build Automation
- Product Research & Management
- Product Design & Prototyping
- User Experience Design

January 2010 - September 2010      Akamai      London, UK

### **Senior Solutions Architect : Rich Media & Streaming**

- Streaming media development for high capacity streaming
- High volume streaming event support and problem resolution
- Technical Requirements gathering
- Streaming Media strategy planning
- User Experience Design
- On site consulting for large media organizations
- Sales engineering support

September 2009 - December 2009      BBC Future Media      London, UK

### **Flash Engineer**

- Flash Development and Programming
- Prototyping for IPTV Media Experience
- User Interaction design

September 2008 - September 2009      BSkyB      London, UK

### **Software Design Engineer : Rich Media & Video**

- AS3, JavaScript & general Web development
- TDD w/ Selenium & Hudson
- Application Architecture, feature design & technical specifications
- Product Design & Technical Roadmap
- User Experience Design (story development)
- Technical Project Management
- Streaming Media strategy planning for live events

August 2008 - September 2008      Miniweb Interactive      London, UK

### **Multimedia Developer**

- Flash Development and Programming
- User Interaction prototyping design for ITV
- Animation and digital compositing production

April 2007 - July 2008      Disney Internet Group      Seattle, WA

### **Multimedia Developer**

- Flash Development and Programming with Actionscript 2 and 3
- User Interaction design analysis collaboration w/ design team
- Animation and digital compositing production

## Experience

- Architectural Design Modeling w/ Enterprise Architect and UML
- JavaScript, XHTML and CSS Development
- Provided technical support to Disney business units and encouraged programming best practices
- Evangelized product framework to L.A. and New York based business units
- ASP.NET Development w/ C#
- Automated Test Unit Development w/ FlexUnit
- Participated in Agile sprint planning process
- Process and workflow organization w/ source versioning and build tools

April 2007 - August 2007    MSN Media Solutions    Redmond, WA

### **Multimedia Developer**

- Flash Development and Programming with ActionScript 2 and 3
- ASP.NET w/ XML Web Services
- JavaScript, XHTML and CSS Development
- Experience w/ internal Microsoft high volume publication platform
- Internal Microsoft Content Management tools development
- Participated in SCRUM based sprint planning
- Team and paired programming w/ source control workflow

June 2006 - April 2007    DDB Seattle    Seattle, WA

### **Lead Interactive Developer**

- Flash Development and Programming with ActionScript 1 and 2
- Interaction Design and creative concepting w/ creative department
- Management of multiple developers and producers on multiple concurrent projects
- Flash Remoting w/ C# and SQL server
- JavaScript, XHTML and CSS Development
- ASP.NET w/ C#, TSQL and Web Services

Jan 2006 - June 2006    Microsoft    Redmond, WA

### **Product Designer**

- Interaction Design analysis
- Flash interactive prototyping w/ ActionScript 2
- Graphic Design w/ Photoshop and Flash, PowerPoint
- Conducted "Blue Sky" design concepting projects
- Technical domain research
- Acted as user advocate on multiple development teams

Oct 2005 - Dec 2005    Avenue A | Razorfish    Seattle, WA

### **Developer**

- Flash programming w/ Actionscript 2
- ASP.NET programming w/ C# and Web Services
- Participated in Agile sprint planning
- Automated test unit programming

## Education

University of Washington

[Dept. of Human Centered Design & Engineering](http://www.hcde.washington.edu/)

<http://www.hcde.washington.edu/>

- M.S. in Technical Communications    Spring 2004  
(Dates attended: Autumn 2001 – Spring 2004)

University of Washington

- B.A. in European Studies                      Winter 1997

## Industry Skills

### Software Engineering

- JavaScript/AJAX , jQuery, Angular JS, Backbone.js, Mootools, EaselJS, custom frameworks
- Node JS & Express
- ActionScript 1-3, OSMF, custom media frameworks
- HTML4-5, CSS2-3, XML, MXML
- Java, C#, C
- OOP, design patterns (GOF)
- Application architecture & data modelling
- Mongo DB, MySQL
- Pure MVC, Flex Parsley, Micro-Architectures
- TDD practices, XP, CI, xUnit
- Maven, Hudson, custom test frameworks & tools

### Product Management

- SCRUM/Agile process
- Software lifecycle & release management
- Test planning & manual suites, automation
- Requirements gathering & documentation
- Sprint planning, mentoring & leadership
- Technical research & analysis
- UX & Goal Directed design
- Story Boarding & Prototyping